

SHINING HEART III

The Shining series returns



• Strategy/RPG blockbuster



• Intense Tactical Combat



• Genre-busting graphics



• Deep and complex story

Dive into the Panzer World

- 4 CDs of intense adventure
- Classic Panzer Action Fused with advanced RPG Gameplay

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SEGA



BURNING RANGERS

BURNING RANGERS



SEGA SATURN

81803



A Sega Saturn Exclusive



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may include an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn System.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

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Starting Up

1. Set up your Sega Saturn® system as described in its instruction manual. Plug in Control Pad 1.

Note: *Burning Rangers™* is for one player.

2. Place the *Burning Rangers* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears onscreen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press again to go to the onscreen Control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



BURNING RANGERS

The Burning Rangers

Prime Directives:

Save human life
Protect our future
Keep hope alive

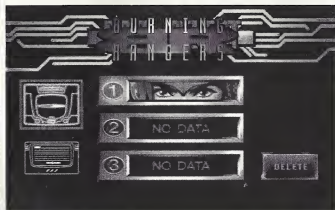
It is the near future.

The world has changed; the people are the same.

Humanity still survives on dreams and hope.
But the dreams are being forgotten, the hope is fading.

It is the Burning Rangers' task to face the man-made
terrors of the new age, entering the most dangerous
areas to save the lives of those trapped by disaster.

Their task is not only to rescue people, it is to rescue
hope from the dark path the world has taken.



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Shou Amabane

SEX: Male
Age: 21
Height: 183cm
Weight: 86kg
Birthday: August 7



As the flames whip and intensify, the exhausted ten-year-old Shou lets out a last desperate cry. A shimmering outline appears, extending a blood-soaked glove to hurl the young boy to safety. Then — and in the countless haunting dreams since then — Shou looks back to witness the phantasmic Burning Ranger vaporize in a ball of flame....

That was the day that changed Shou's life, the day he recognized his destiny.

Ten years later, he too has earned the right to call himself a Burning Ranger, and maybe someday he'll be able to repay his debt.

Tillis

Sex: Female
Age: 19
Height: 164cm
Weight: 47kg
Birthday: Unknown



After a blaze mercilessly snatched away the lives of her loving parents, the young and bewildered Tillis was taken into government foster care. The cold and impersonal environment spawned in her a desire to save others from the pain of untimely loss.

Strength of character, limitless compassion, and extraordinary physical dexterity made her a perfect candidate for the Burning Rangers — her new family.

Lead Phoenix

Sex: Male
Age: 22
Height: 185cm
Weight: 76kg
Birthday: January 23



Lead joined fire-fighting after graduating high school — more for the experience than out of any real desire to help people. However, once he got involved in the job of actually saving lives, he quickly gained a healthy respect for the business....

Lead has nurtured in himself the perfect temperament for the role of Burning Ranger. He's a cool intellectual who always thinks before he leaps, thanks to an intense awareness of the value of every life.

Big Landman

Sex: Male
Age: 35
Height: 230cm
Weight: 245kg
Birthday: April 29



Big is the eldest and most experienced of the Burning Rangers. His enormous strength and incredible sensory perception have come to the rescue of many hundreds who had lost all hope.

Big was badly injured in a terrible accident early in his career, but thanks to his iron will and unbending sense of purpose, he now operates with a body rebuilt using *neuro-sil* and *carbo-limb* implants.

Chris Partn

Sex: Female
Age: 24
Height: 172cm
Weight: 52kg
Birthday: September 10



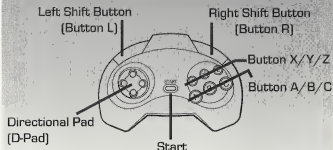
Chris was only thirteen when her father — a first generation Burning Ranger — perished while trying to rescue survivors of a chemical explosion. Chris grew up with enormous pride in her father and his ultimate sacrifice, yet she always felt that his work had been left unfinished. Chris decided to continue her father's legacy, despite her mother's tearful objections.

Her razor-sharp judgement and ability to remain calm in the searing heat of the moment were talents quickly recognized as being perfectly suited to the job of Burning Rangers Team Navigator.

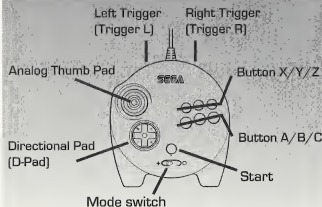
Basic Controls

The following section describes the default Control Pad Configuration. To change your Control Pad configuration, see page 27.

Sega Saturn Control Pad



Sega Saturn 3D Control Pad™



Note: In the "+" mode, the Sega Saturn 3D Control Pad functions are the same as for the Sega Saturn Control Pad.

...Basic Controls

Pre-game Controls

D-Pad	Moves cursor
Button A/C	Enters selection
Button B	Cancels selection
Button L/R	Not used
Button X/Y/Z	Not used
Start	Enters selection

During Missions

D-Pad	Controls your Ranger's movement
Button A/C	Fires jump thrusters
Button B	<ul style="list-style-type: none"> • Fires Pulse/ Charges Pulse • Activates switches
Button R	Swivels viewing angle right 90°
Button L	Swivels viewing angle left 90°
Button Y + D-Pad	Controls viewing angle
Button X/Z	Requests immediate guidance from base
Start	Pauses game

Special Controls

(The Thrust Button refers to Button A or C, which activate your character's jump thrusters)

Laser Blast



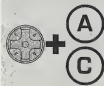
Press and hold Button B until the charge gauge is full. Releasing the button fires a Laser Blast.

Analog View Control



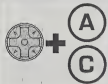
Press and hold Button Y together with the D-Pad for complete control of the viewing angle.

Mid-air Thrust



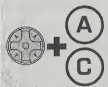
While in the air, simultaneously press the D-Pad in the desired direction together with a Thrust Button. Your character will glide in that direction.

Mid-air Front Somersault



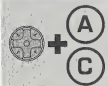
In the air, press a Thrust Button while pressing the D-Pad up.

Back Somersault



Simultaneously press a Thrust Button and the D-Pad down.

Side Tumble



Simultaneously press a Thrust Button and the D-Pad left or right.

Underwater Controls

(The Thrust Button refers to Button A or C, which activate your character's jump thrusters)

Paddle



Press the D-Pad to move your character in the desired direction.

Dive



Press Button B.

Rise



Press a Thrust Button.

Surface Jump



To jump out of the water, press a Thrust Button when your character is at the water's surface.

Getting Started

After the Sonic Team and CRI/ADX logos appear, an intro movie begins. Press Start to exit the movie and bring up the *Burning Rangers™* Title screen.



Data Select

If you've just turned on or reset your Sega Saturn, the Data Select screen appears after the Title screen. Here you can select data from a previously saved game, or choose where to save a new game's data.



Selecting a Data File

First select whether you wish to save your game data to cartridge (Sega Saturn Backup™ cartridge—sold separately) or internal RAM memory. Press the D-Pad up or down to highlight the memory medium, and Button A or C to select. Select a memory location in the same way. The Data Select screen can also be accessed from the OPTIONS menu.

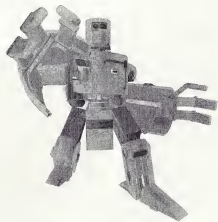
Erasing a data file

To erase a data file, select the data file, then press the D-Pad right to highlight the "DELETE" box. Press Button A or C to delete.



Mode Select

Press the D-Pad up or down to highlight a mode and press Button A or C to select. The modes available are STORY MODE, OPTIONS and MAIL. Initially, MAIL is not available. This mode activates once you start receiving electronic messages from those you have rescued.



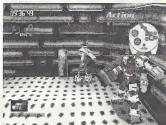
Story Mode



Press the D-Pad left or right to highlight Shou Amabane or Tillis. Press A, C or Start to select the character.

Training Space

The first time you play *Burning Rangers*, you proceed to the Training Space after selecting your character. Here you get to meet the rest of the team and learn the basic techniques needed to undertake your first mission.



Mission Select

At first you can select only Training Space or the first of the four *Burning Rangers* missions. Press the D-Pad up or down to highlight a mission, then select with Button A or C. Once you have completed a mission, you receive a password which allows you to disable the random generation feature [see Password Mission on page 25].



Mission 1

According to the scraps of information that are coming through, there's been a breach of the core reactor at the power plant. The central computer has somehow taken complete control of the plant and its HST-series robots.



You've been sent in to run the gauntlet of blazing passageways, searing generator rooms, and super-flammable fuel cells in an attempt to shut down the reactor before the whole place is blown to smithereens.

Mission 2

An unexplained accident has occurred at an undersea marine research laboratory. The *Burning Rangers* must access the research facilities and rescue the trapped researchers. Watch out for the lab's Guardian-series robots — it seems they've started to attack anything that moves.



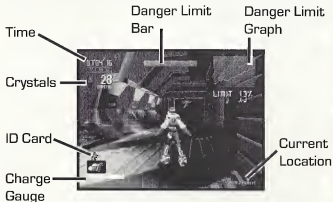
Mission 3

A huge, silent space station drifts helplessly in the void. Inside, the scene is not so peaceful — flames are beginning to spread throughout the vessel, fueled by the precious oxygen onboard.

Your mission is to rescue any survivors from an untimely death, and eliminate the cause of this terrible incident.



Screen Information



Time

The time taken so far in this mission.

Crystals

The number of crystals currently held.

ID Card

Certain door switches require an ID Card. The card is shown as a white icon.

Charge Gauge

This shows the current level of Charge in the Pulse Laser.

Total Danger Limit Graph

A measure of the current absolute danger level. At each 20% increment, the heat and pressure of the surroundings reaches a limit that triggers off multiple explosions.

Danger Limit Bar

This indicator shows how close the current environment is to a 20% danger limit. The green area shrinks as a 20% limit approaches.

Current Location

The name of the current room or area.

Skills and Techniques

Pulse/Laser Blast

Pulse

Press Button B to fire a Pulse which homes in on the closest flames. Flames extinguished by a Pulse transform into crystalline energy which can be collected. But beware; some flames cannot be extinguished by a simple Pulse — a Laser Blast may be necessary.



Laser Blast

Press and hold Button B until the charge gauge reaches maximum, then release to fire a Laser Blast. The Laser Blast is effective in the following situations:

- **Destroying enemies:** During missions, you are occasionally confronted by an enemy. Ordinary pulses are ineffective in these situations, but a few Laser Blasts should do the job nicely — if you're fast enough.
- **Wide range fire extinguishing:** The Laser Blast can put out various types of flame that an ordinary pulse cannot. Also, all the flames in the target's vicinity are extinguished. However, the Laser Blast is of such power that all crystalline energy is destroyed.

Crystals

The Burning Rangers' shields and transporters require crystalline energy to operate. When your character is close to a crystal, it is automatically collected. Crystals appear just after a flame has been extinguished but disappear quickly. Crystals can also be found floating at various places throughout each mission. Transportation (see below) requires a minimum of five crystals.



- Red Crystals contain one crystal energy unit
- Green Crystals contain five crystal energy units

Transportation

The main objective of your missions is to rescue trapped survivors. As a Burning Ranger, you are equipped with a remote transportation device that allows you to transport survivors to the Burning Rangers' ship. In order to transport a survivor, simply approach him or her.



Note

- Transportation requires a minimum of five crystals.
- For the sake of safety, up to ten crystals will be used (if you possess that many).
- If ten crystals are used in transportation, you receive an extra shield (Continue).

The Shield System

If your character is holding crystals, his/her shield provides protection against direct contact with fire or enemies, however, such contact scatters all crystals and shield strength is reduced to zero.



When crystals are lost after such an event, they are retrievable for a few seconds after which they vaporize — move quickly to re-capture as many as possible. If your character is caught by an explosion, touches flames, or is hit by an enemy while unshielded, severe damage occurs and a new shield is required: the game returns to the Retry screen (see page 23).

Navigation System

Your Burning Ranger character is equipped with a sophisticated communications unit. You will receive regular information from Chris back at the base. It's her job to guide you as best as she can through the labyrinthine passages on each mission.

There may be times when you need information in a hurry. At these times, press Button X or Z for an immediate response.

Note

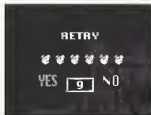
Pressing Button X or Z just after sustaining shield damage activates a self-preservation system allowing your character to recover more rapidly than usual, although the amount of damage sustained remains the same.

Switches

Some doors cannot be opened without the activation of a switch. Often these switches are located elsewhere in the complex. Once you find a switch, press Button B — the Action Button — to activate it.



RETRY screen



If you sustain damage without shield protection, the RETRY screen appears (unless you have no remaining continues). If you choose to retry, your character appears at the last continue point in the game. When you begin playing, there are three continues remaining after your first is lost. If there are no remaining continues, the GAME OVER screen appears.

Danger Limit Readout System

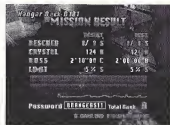
As time progresses, the danger level of the environment increases. The danger level can be reduced by extinguishing fires. The explosion of chemical containers, fuel tanks etc, causes danger levels to increase rapidly.



The Total Danger Limit Graph indicates the total risk level. At each increment of 20%, the heat and pressure of the surroundings reach a limit that triggers off multiple explosions. However, after a few seconds, things calm down again — but only until the next 20% limit.

If the Total Danger Limit hits 100%... move, fast.

Mission Result



If you manage to complete a mission, the Mission Result screen appears. You receive a performance rating based on four criteria:

- **RESCUED**

The number of survivors transported back to base.

- **CRYSTAL**

The number of crystals you are carrying at the end of the mission.

- **BOSS**

The time taken to defeat the mission's boss.

- **LIMIT**

The Danger Limit at the end of the mission.

The following information also appears:

- **Password**

A mission password allowing you to disable the random generation function (see Password Mission on page 25).

- **Total Rank**

A total performance ranking from S (the highest rank) to D (the lowest rank).

At the RESULT screen,

- Press Button A or C to start the next mission
- Press Button B to go to the Mission Select screen
- Press Button Y to toggle the Result screen ON/OFF

Password Mission

If you clear missions 1 through 4, the game's random generation function changes the mission environment maps, repositioning survivors and switches. However, if you wish to play a mission using the **original map** enter the password given in that mission's Result screen.



Password Entry

First, press the D-Pad down to highlight the password entry box at the bottom of the Mission Select screen. Press Button A or C to activate the box. Next, press the D-Pad left or right to highlight a character, and change it by pressing the D-Pad up or down. Once you've entered the password, press Button A or C to start that Password Mission.



MAIL

When you have completed a mission in which you rescued survivors, you may receive electronic mail from some of those survivors. Newly arrived mail can be accessed by selecting MAIL from the Main Menu.

You can review Rescue Files by choosing RESCUE LIST from OPTIONS in the Mode Select screen. Press Button L or R to select the mission folder, press the D-Pad to highlight a data file and press Button A or C to access the Mail screen. Press Button B to return to OPTIONS.



MAIL SCREEN

Select OPEN to read the currently selected email. If the email is open, you can choose to CLOSE it and choose another email. Select EXIT to return to the previous screen.



Options

Here you can configure several game features and settings. Press the D-Pad up or down to select an option.



• CONTROL

Press the D-Pad left or right to change your Control Pad configuration.

• SOUND TEST

Here you can listen to music from the game. Press the D-Pad left or right to select a track, then press Button A or C to play the track.

• AUDIO

Select MONO or STEREO sound output.

• RESCUE LIST

Access a list of the survivors you have rescued. By selecting a particular file, you can read the electronic messages they have sent you (see MAIL on page 26).

• DATA SELECT

Select previously saved data from internal RAM or Sega Saturn Backup™ cartridge (sold separately). This is the same screen that appears when Burning Rangers first loads up.

• EXIT

Return to the Mode Select screen.

Credits

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ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



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